

IV. AMENDMENTS TO THE CLAIMS

1. (Currently Amended) A gaming machine comprising:
a game result display device for displaying a game result thereon; and
a beneficial state generating device for generating a beneficial state for a
player when a predetermined game result is displayed on the game result display
device;

wherein the game result display device includes a first display device and a
second display device arranged in front ~~out of~~ of a display area of the first display
device when seen from a front side of the gaming machine,

wherein the first display device includes a plurality of symbol display parts
capable of variably displaying one or more symbols and conducting stop display
thereof and an illumination device for illuminating the symbol display parts ,

wherein the second display device has symbol display areas corresponding to
the symbol display parts through which the symbols displayed on the first display
device are transmittably displayed and window frame display areas are formed
around the symbol display areas in the second display device, and

wherein when display mode of the window frame display area is changed, the
illumination device is adapted not to illuminate the symbol corresponding to the
symbol display area and a light transmittance rate of the symbol display area is made
low.

2. (Canceled)

3. (Canceled)

4. (Previously Presented) The gaming machine according to claim 1, wherein
the display mode of the window frame display area is changed substantially at the
same time that the stop display of the symbol is conducted.

5. (Previously Presented) The gaming machine according to claim 1, further comprising:

an internal winning combination determination device for determining an internal winning combination;

wherein the display mode of the window frame display area is changed when the internal winning combination determination device determines a predetermined combination as the internal winning combination.

6. (Previously Presented) A gaming machine comprising:

a game result display device for displaying a game result thereon; and

a beneficial state generating device for generating a beneficial state for a player when a predetermined game result is displayed on the game result display device;

wherein the game result display device includes a first display device and a second display device arranged in front of a display area of the first display device when seen from a front side of the gaming machine,

wherein the first display device includes at least one symbol display part capable of variably displaying one or more symbols and conducting stop display thereof,

wherein the second display device has at least one symbol display area corresponding to the at least one symbol display part through which the symbols displayed on the first display device are transmittably displayed and at least one window frame display area formed around the at least one symbol display area in the second display device,

wherein the at least one window frame display area has a first display mode and a second display mode visually different from the first display mode and

wherein the at least one window frame area changes from the first display mode to the second display mode when the beneficial state generating device generates the beneficial state for the player, the first display mode depicted only as a

frame structure and the second display mode being a moving image superimposed on and moving along the frame structure.

7. (Canceled)

8. (New) A gaming machine comprising:
a game result display device for displaying a game result thereon; and
a beneficial state generating device for generating a beneficial state for a player when a predetermined game result is displayed on the game result display device;

wherein the game result display device includes a first display device and a second display device arranged in front of a display area of the first display device when seen from a front side of the gaming machine,

wherein the first display device includes at least one symbol display part capable of variably displaying one or more symbols and conducting stop display thereof and an illumination device for illuminating the at least one symbol display part,

wherein the second display device includes an effect display area, at least one window frame area surrounded by the effect display area and at least one symbol display area surrounded by the at least one window frame area, the at least one symbol display area corresponding to the at least one symbol display part through which the symbols displayed on the first display device are transmittably displayed, and

wherein when display mode of the at least one window frame display area is changed, the illumination device is adapted not to illuminate the symbol corresponding to the at least one symbol display area and a light transmittance rate of the at least one symbol display area is made low.

9. (New) The gaming machine according to claim 8, wherein the display mode of the window frame display area is changed substantially at the same time

that the stop display of the symbol is conducted.

10. (New) The gaming machine according to claim 8, further comprising:
an internal winning combination determination device for determining an internal winning combination;

wherein the display mode of the window frame display area is changed when the internal winning combination determination device determines a predetermined combination as the internal winning combination.

11. (New) A gaming machine comprising:
a game result display device for displaying a game result thereon; and
a beneficial state generating device for generating a beneficial state for a player when a predetermined game result is displayed on the game result display device;

wherein the game result display device includes a first display device and a second display device arranged in front of a display area of the first display device when seen from a front side of the gaming machine,

wherein the first display device includes at least one symbol display part capable of variably displaying one or more symbols and conducting stop display thereof,

wherein the second display device includes an effect display area, at least one window frame area surrounded by the effect display area and at least one symbol display area surrounded by the at least one window frame area, the at least one symbol display area corresponding to the at least one symbol display part through which the symbols displayed on the first display device are transmittably displayed,

wherein the at least one window frame display area has a first display mode and a second display mode visually different from the first display mode and

wherein the at least one window frame area changes from the first display mode to the second display mode when the beneficial state generating device generates the beneficial state for the player, the first display mode depicted only as a

frame structure and the second display mode being a moving image superimposed on and moving along the frame structure.

12. (New) A gaming machine comprising:
a start operation detection device for detecting a start operation of a game;
a game result display device for displaying a game result thereon; and
a beneficial state generating device for generating a beneficial state for a player when a predetermined game result is displayed on the game result display device;

wherein the game result display device includes a first display device having a plurality of rotatable reels on each periphery of which plural symbols are formed and a liquid crystal display device as a second display device arranged in front of the first display device when seen from a front side of the gaming machine,

wherein the reels of the first display device are capable of variably displaying the plural symbols corresponding to that the start operation detection device detects the start operation of the game and are capable of stopping variable display of the plural symbols corresponding to that an input signal to stop the variable display of the plural symbols occurs by operation of a stop button,

wherein the liquid crystal display device has:

a symbol display area capable of transmittably displaying the symbols variably displayed and stopped on the reels;

a window frame display area formed so as to enclose the symbol display area;
and

an effect display area other than the symbol display area and the window frame display area, the effect display area displaying an effect image thereon;

the gaming machine further comprising:

an internal winning combination determination device for determining an internal winning combination based on that the start operation detection device detects the start operation of the game;

wherein the liquid crystal display device changes a color of the window frame display area so as to correspond to a specific combination and enlarge the window frame display area so as not to overlap with the symbol display area, at the same time when the internal winning combination determination device determines the specific winning combination as the internal winning combination.

13. (New) A gaming machine comprising:

a game result display device for displaying a game result thereon; and

a beneficial state generating device for generating a beneficial state for a player when a predetermined game result is displayed on the game result display device;

wherein the game result display device includes a first display device and a liquid crystal display device as a second display device, the liquid crystal display device being arranged in front of the first display device when seen from a front side of the gaming machine,

wherein the first display device includes a plurality of symbol display parts capable of variably displaying one or more symbols and conducting stop display thereof; and

wherein the liquid crystal display device has one symbol display area provided for each of all of the plural symbol display parts, the one symbol display area capable of transmittably displaying the symbols displayed on each of the plural symbol display parts therethrough by changing transmittance rate of the one display area;

a window frame display area formed so as to enclose the one symbol display area; and

an effect display area other than the one symbol display area and the window frame display area, the effect display area displaying an effect image thereon.